club hnostar

ESPECIAL CARGADORES

GRATIS

PHILIPS VG-8020

32 ROM
64 R.

PHILIPS

INDICE

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Este boletin de cargadores sólo lo reciben los socios que compran la revista 7.

Debes teclear el cargador y despué tienes que grabarlo en una cinta en un disco. Ahora ejecútalo con e comando RUN.

Aparecerás con más ventajas en el juego que cargaste.

```
1 '   ADDICTA BALL
2 '
3 '
4 '
10 KEYOFF:SCREEN0:COLOR15,1,1:CLS
20 B=0:FORI=35810 TO 35839:READA:B=B
+A:POKEI,A:NEXT I:IFB<>2449 THEN GOT
O 130
30 LOCATE 5,23:PRINT"CARGADOR PARA A
DDICTA BALL"
40 FORI=0 TO 13:PRINT:NEXT
50 LOCATE0,13:INPUT"NUMERO DE VIDAS
(1-99)";A:IFA<1 THEN A=1ELSEIFA>99 T
HEN A=99
60 POKE35814,A:PRINT:INPUT"NUMERO DE
FASE (1-6)";A:IF A<1 THEN A=1 ELSE I
F A>6 THEN A=6
65 POKE 35819,A-1:PRINT:PRINT"INMUNI
DAD (S/N)"
70 A$=INKEY$:IF A$="" THEN 70 ELSEIF
 A$="S"OR A$="s" THEN GOTO 90ELSE IF
 A$="N" OR A$="n" THEN GOTO110
80 BEEP:GOTO70
90 PRINT:INPUT"DISTANCIA RECORRIDA (
0-140) ";A:IF A<0 THEN A=0 ELSE IF A
>140 THEN A=140
100 POKE 35835,160-A:GOTO120
110 POKE 35823,201
120 BLOAD"CAS:":POKE 35865,226:POKE3
5866,139:DEFUSR=35840:A=USR(0)
130 CLS:PRINT"HAY ALGUN ERROR EN LAS
DATAS":END
140 DATA 205,87,141,62,4,50,22,166,6
2,0,50,29,166,33,3,183,62,0,6,29,119
,35,15,252,62,160,50,28,166,201,J,M,
R,S
```

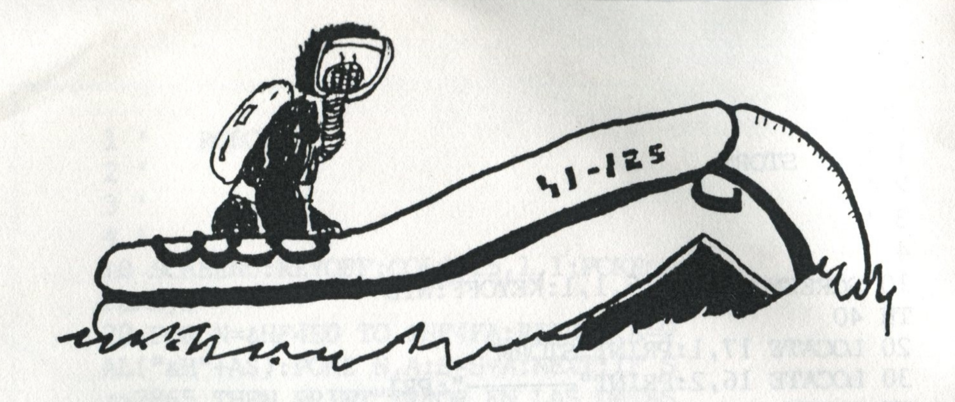
```
1 '   ROBOCOP
2 '
3 '
4 '
10 SCREEN0:KEYOFF:COLOR15,1,1:POKE&H
FCAB,1
20 FOR N=&HF4E0 TO &HF4FA:READA$:A=V
AL("&H"+A$):POKE N,A:S=S+A:NEXT:IF S
<>2865 THEN PRINT"ERROR EN LAS DATAS
":END
30 LOCATE0,23:INPUT"VIDAS INFINITAS(
S/N)";A$:IF A$="S" OR A$="s" THEN PO
KE &HF4F9,1
40 LOCATE0,23:INPUT"BALAS INFINITAS(
S/N)";A$:IF A$="S" OR A$="s" THEN PO
KEF4FA,1
50 BLOAD"CAS:":POKE&H9250,&He0:POKE&
H9251,&HF4:DEFUSR=&H9200:SCREEN2:A=U
SR(0)
60 DATA 3a,f9,f4,a7,28,4,af,32,7f,5a
,3a,fa,f4,a7,28,6,21,0,0,22,a1,57,c3
,fd,85,0,0
```

```
1 '   TEMPTATIONS
2 '
3 '
4 '
10 COLOR15,1,1:SCREEN2
30 FOR I=56000 to 56009:READ A:POKE
I,A: NEXT
40 BLOAD"CAS:",R
50 BLOAD"CAS:",R
60 DATA 201,201,201,2
70 DATA 30,143,255
80 DATA 204,132,0
```



```
1 '   STORM
2 '
3 '
4 '
10 SCREEN0:COLOR15,1,1:KEYOFF:WID
TH 40
20 LOCATE 17,1:PRINT"STORM"
30 LOCATE 16,2:PRINT"-------":PRI
NT:PRINT
40 A$="papiros y amuletos infinit
os":A=48260:gOSUB 100
50 A$="Mascaras infinitas":A=4836
3:GOSUB 100
60 BLOAD"CAS:":DEFUSR=54128:BLOAD
"CAS:"
70 POKE A(1),0:POKE A(1)+1,0
80 POKE A(2),0:POKE A(2)+1,0
90 DEFUSR=44200:d=Usr(0)
100 PRINT:PRINT:PRINT SPC(2);A$;"
 (S/N) ";
110 B$="SsNn":N=N+1
120 A$=INPUT$(1):PRINT A$;:B=inst
r(B$,A$):IF B=0 THEN 120
130 IF B<3 THEN A(N)=A
140 RETURN
```

```
1 '   COLT 36
2 '
3 '
4 '
10 COLOR15,1,1:KEYOFF
20 BLOAD"CAS:",R
30 BLOAD"CAS:",R
40 CLEAR 200,39824
50 BLOAD"CAS:",R
60 BLOAD"CAS:"
70 POKE 37090,17:POKE 34725,17
80 DEFUSR=38031:A=USR(0)
```



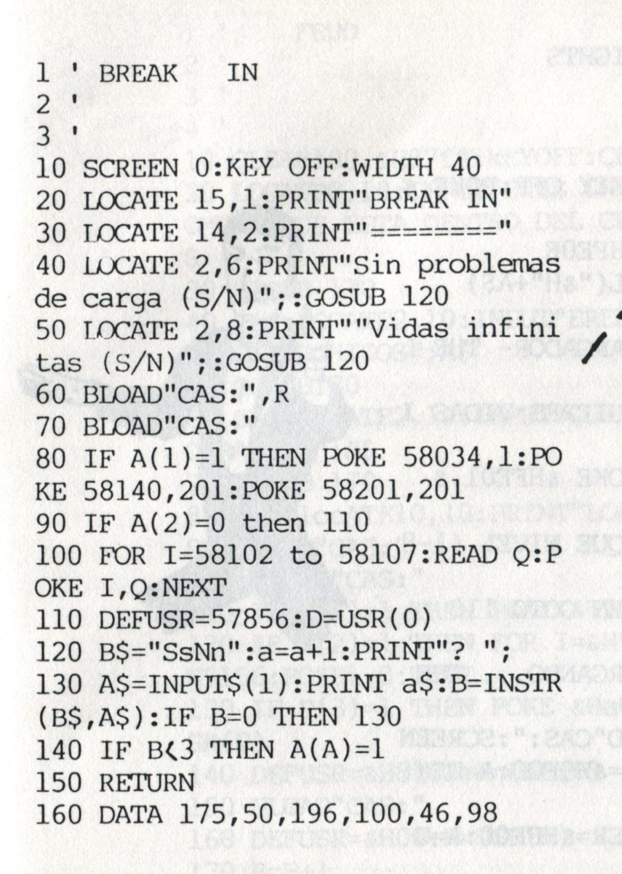

```
1 '   NAVY MOVES
2 '
3 '   2ª  Parte
4 '
10 COLOR15,1,1:KEYOFF:SCREEN0
20 LOCATE3,24:PRINT"Cargador para N
AVY MOVES (2ª PARTE)"
30 PRINT:PRINT"1.- INMUNIDAD":PRINT
"2.- BALAS INFINITAS":PRINT"3.- LAN
ZALLAMAS INFINITO":PRINT"4.- EMPEZA
R":PRINT:PRINT"Pulsa 1-4":FOR I=1 T
O 11:PRINT:NEXT:GOTO50
40 A$=INKEY$:IF A$="" THEN 40 ELSE
IF A$="4" THEN 80 ELSE A(VAL(A$))=A
(VAL(A$))XOR 1
50 FOR I=1 TO 3:LOCATE 30,I+5
60 IF A(I)=1 THEN A$="(Si)" ELSE A$
="(No)"
70 PRINT A$:NEXTI:GOTO40
80 LOCATE 0,13:PRINT"CLAVE 53817":B
LOAD"CAS:",R:BLOAD"CAS:":BLOAD"CAS:
",R:BLOAD"CAS:":DEFUSR=&HDEA8:A=USR
(0):BLOAD"CAS:"
90 FOR I=1 TO 3:READ B1,B2,B3
100 IF A(I)=1 THEN POKE B1,0:POKE B
2,0:POKE B3,0
110 NEXTI:DEFUSR=&HDEBA:A=USR(A)
120 DATA 43218,43219,43220,39497,39
498,39498,39583,39584,39584
```



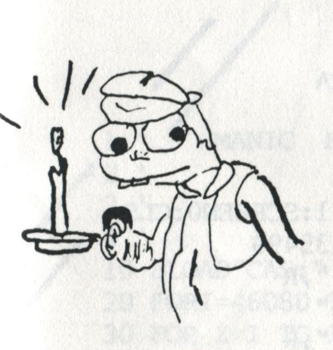
```
10 ' OCEAN CONQUEROR
20 '
30 '
40 '
80 CLS:COLOR 15,1,1:SCREEN0:KEYOF
F:WIDTH40:CLEAR 10,39998
90 LOCATE 11,2:PRINT"OCEAN CONQUE
ROR"
100 LOCATE 10,3:PRINT"-----------
------"
110 LOCATE 3,8:PRINT"Inmune a las
bombas (S/N)? ";
120 B$="SsNn":B=B+1
130 a$=INPUT$(1):A=INSTR(A$,B$):I
F A=0 THEN 130
140 PRINT A$:IF A 3 THEN A(1)=1
150 SCREEN2:OPEN"GRP:" FOR OUT PU
T AS #1
160 CLS:PRESET(64,56),1:PRINT #1,
"OCEAN CONQUEROR"
170 PRESET580,90),1:PRINT #1,"IS
LOADING"
180BLOAD"CAS:"
190 DEFUSR1=40000:DEFUSR2=&H9cae
200 DEFUSR3=&H9CCB:defUsr4=&H9CD4
:A=USR1(1)
210 BLOAD"CAS:"
220 IF A(1)=1 THEN POKE 52704,195
230 A=USR2(1)
240 BLOAD"CAS:"
250 A=USR3(0)
260 BLOAD"CAS:"
270 MOTOR OFF
280 SCREEN2,color 15,1,1
290 A=USR4(1)
```

```
10 ' BATMAN
20 '
25 '
30 '
40 screen0:WIDTH38:COLOR 15,1,1:K
EY OFF
50 LOCATE12,0:PRINT"BATMAN"
60 LOCATE0,11:INPUT"VIDA INFINITA
(S/N)";A$:IF A$="S" or a$="s" THE
N VI=1
70 LOCATE0,13:PRINT"SUPER-PODERES
INFINITOS"SPC(15)"SALTO,VUELO Y CA
RRERA":INPUT"INMUNIDAD ABSOLUTA";
A$:IF A$="S" or A$="s" THEN EI=1
80 CLS:LOCATE16,11:PRINT"ESPERA"
90 BLOAD"CAS:"
100 SCREEN2
110 OPEN"GRP:" AS #1
120 C=2:FOR I=0 TO 96:CIRCLE(128,
96),I,C,1.570796#,4.712388#:C=C+1
130 IF C=16 THEN c=2
140 NEXT
150 CIRCLE(128,96),6
160 LINE(0,64)-(256,120),1,Bf
170 DEFUSR=39850
180 A=USR(0)
190 PRESET(192,184):COLOR6:PRINT#
1,"HNOSTAR"
200 BLOAD"CAS:",R
210 BLOAD"CAS:"
220 IF V1=1 THEN POKE&HA998,0:POK
E&HA999,0
230 IF E1=1 THEN POKE&HC1C5,0:POK
E&HC1C6,0
240 DEFUSR=&HE00C:A=USR(0)
```





```
1 ' BREAK   IN
2 '
3 '
10 SCREEN 0:KEY OFF:WIDTH 40
20 LOCATE 15,1:PRINT"BREAK IN"
30 LOCATE 14,2:PRINT"========"
40 LOCATE 2,6:PRINT"Sin problemas
de carga (S/N)";:GOSUB 120
50 LOCATE 2,8:PRINT""Vidas infini
tas (S/N)";:GOSUB 120
60 BLOAD"CAS:",R
70 BLOAD"CAS:"
80 IF A(1)=1 THEN POKE 58034,1:PO
KE 58140,201:POKE 58201,201
90 IF A(2)=0 then 110
100 FOR I=58102 to 58107:READ Q:P
OKE I,Q:NEXT
110 DEFUSR=57856:D=USR(0)
120 B$="SsNn":a=a+1:PRINT"? ";
130 A$=INPUT$(1):PRINT a$:B=INSTR
(B$,A$):IF B=0 THEN 130
140 IF B<3 THEN A(A)=1
150 RETURN
160 DATA 175,50,196,100,46,98
```



```
10 '         PHANTOMAS 2
20 '
30'
40'
50 color 1,15,15:CLS:KEYOFF
60 PRINT"QUIERES ENERGIA INFINITA
(S/N)";:INPUT E$:E=(E$="S")+(E$="
s")
70 PRINT"QUIERES INMUNIDAD TOTAL
(S/N)";:INPUT I$:I=(I$="S")+(I$="
s")
80 BLOAD"CAS:",R:BLOAD"CAS:",R:BL
OAD"CAS:"
90 IF E THEN POKE &HA500,&HC9
100 IF I THEN POKE &HA53B,&HC9:PO
KE &HA578,&HC9:POKE &HA56B,&HC9
110 DEFUSR=&H8598:A=usr(0)
```

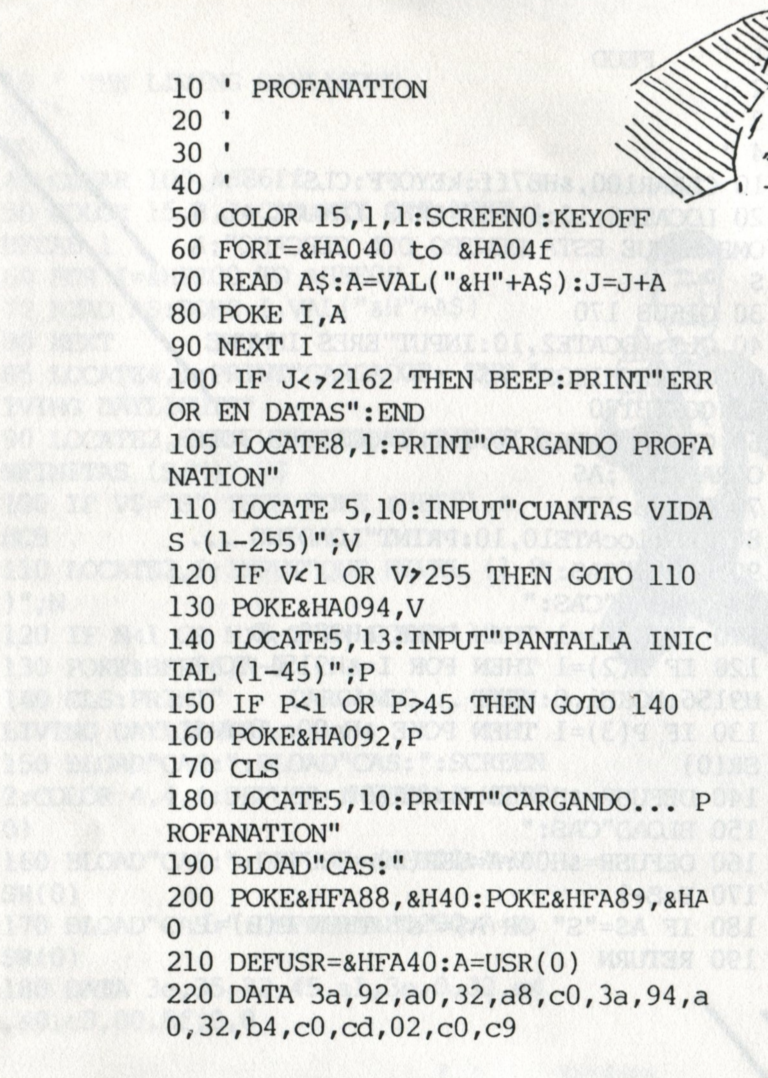
```
10 ' THE LIVING DAYLIGHTS
20 '
30 '
40 CLEAR 100,&H86ff
50 COLOR 15,1,1:CLS:KEY OFF:POKE &
HFCAB,1
60 FOR I=&HFE00 TO &HFE0E
70 READ A$:POKE I,VAL("&H"+A$)
80 NEXT
85 LOCATE4,1:PRINT"CARGADOR- THE L
IVING DAYLIGHTS"
90 LOCATE2,6:INPUT"QUIERES VIDAS I
NFINITAS (S/N)";V$
100 IF V$="S" THEN POKE &HFE01,&
HC9
110 LOCATE2,9;INPUT"QUE NIVEL (1-8
)";N
120 IF N<1 OR N>8 THEN GOTO 110
130 POKE&HFE06,N-1
140 CLS:PRINT"    CARGANDO... THE
LIVING DAYLIGHTS"
150 BLOAD"CAS:":BLOAD"CAS:":SCREEN
2:COLOR 4,4,4:DEFUSR=&H9F00:A=USR(
0)
160 BLOAD"CAS:":DEFUSR=&HFE00:A=U
SR(0)
170 BLOAD"CAS:":DEFUSR=&HD200:A=U
SR(0)
180 DATA 3e,35,32,45,a1,3e,0,32,e4
,a0,c3,00,8f,0,0
```



```
1 '      HUNDRA
2 '
3 '
4 '
10 COLOR15,1,1:SCREEN0:CLS
20 CLEAR 200,35499
30 BLOAD"CAS:",R
40 BLOAD"CAS:"
50 BLOAD"CAS:",R
60 BLOAD"CAS:"
70 BLOAD"CAS:",R
80 CLEAR200,&Hf37f:BLOAD"CAS:"
90 POKE 42064,0:DEFUSR=&H8383
100 A=USR(0)
```

```
1 '      FEUD
2 '
3 '
4 '
10 CLEAR100,&H87ff:kEYOFF:CLS
20 LOCATE0,10:INPUT"ERES INMUNE AL H
OMBRE QUE ESTA DENTRO DEL CERCADO";A
$
30 GISUB 170
40 CLS:LOCATE2,10:INPUT"ERES INMUNE
A LOS HECHIZOS";A$
50 GOSUB170
60 CLS:LOCATE2,10:INPUT"QUIERES JUEG
O RAPIDO";A$
70 GOSUB 170
80 CLS:locATE10,10:PRINT"LOADING ...
90 BLOAD"CAS:"
100 BLOAD"CAS:"
110 IF P(1)=1 THEN POKE &H988c,0
120 IF P(2)=1 THEN FOR I=&H9151 TO &
H9156:POKEi,0:NEXT
130 IF P(3)=1 THEN POKE &Ha00c,0:A=U
SR(0)
140 DEFUSR=&H8803:A=USR(0)
150 BLOAD"CAS:"
160 DEFUSR=&H00:A=USR(0)
170 B=B+1
180 IF A$="S" OR A$="s" THEN P(B)=1
190 RETURN
```

```
1 '     MANIC  MINER
2 '
3 '
4 '
10 BLOAD"CAS:"
20 FORI=46080 TO 59904 STEP 768
30 FOR Z=I TO I+31*8:POKE I,0:NEXTZ,
I
40 FOR I=49120 TO 49152:POKE I,0:NEX
T
50 DEFUSR=39165
60 A=USR(0)
```

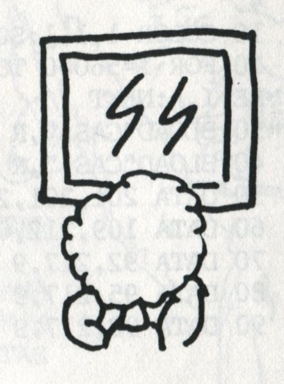


```
10 ' PROFANATION
20 '
30 '
40 '
50 COLOR 15,1,1:SCREEN0:KEYOFF
60 FORI=&HA040 to &HA04f
70 READ A$:A=VAL("&H"+A$):J=J+A
80 POKE I,A
90 NEXT I
100 IF J<>2162 THEN BEEP:PRINT"ERR
OR EN DATAS":END
105 LOCATE8,1:PRINT"CARGANDO PROFA
NATION"
110 LOCATE 5,10:INPUT"CUANTAS VIDA
S (1-255)";V
120 IF V<1 OR V>255 THEN GOTO 110
130 POKE&HA094,V
140 LOCATE5,13:INPUT"PANTALLA INIC
IAL (1-45)";P
150 IF P<1 OR P>45 THEN GOTO 140
160 POKE&HA092,P
170 CLS
180 LOCATE5,10:PRINT"CARGANDO... P
ROFANATION"
190 BLOAD"CAS:"
200 POKE&HFA88,&H40:POKE&HFA89,&HA
0
210 DEFUSR=&HFA40:A=USR(0)
220 DATA 3a,92,a0,32,a8,c0,3a,94,a
0,32,b4,c0,cd,02,c0,c9
```

```
1 ' MEGANOVA
2 '
3 '
4 '
10 KEYOFF:CLEAR 100,34900:COLOR 1
5,1,1:ScreeN2
20 BLOAD"CAS:",R
30 BLOAD"CAS:"
40 DEFUSR1=40000:POKE 54734,0:POK
E 47593,0:A=USR1(0)
```

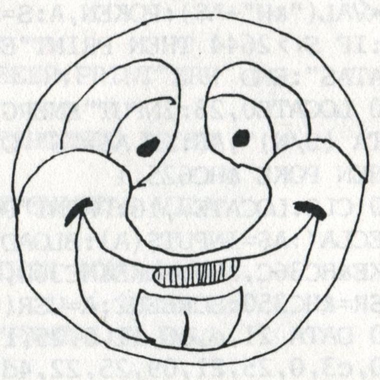


```
1 '  VAMPIRE'S  EMPIRE
2 '
3 '
4 '
10 SCREEN0:COLOR15,1,1:POKE&HFCAB
,1:KEYOFF
20 FOR N=&HC6?? TO &HC625:READa$:
A=VAL("&H"+A$):POKEN,A:S=S+A:NEXT
N:IF S<>2644 THEN PRINT"ERROR EN
DATAS":END
30 LOCATE0,23:INPUT"ENERGIA INFIN
ITA (S/N)";A$:IF A$="S" OR A$="s"
THEN POKE &HC625,1
40 CLS:LOCATE7,10:PRINT"PULSA UNA
TECLA":A$=INPUT$(A):BLOAD"CAS:":P
OKE&HC36C,&H0:POKE&HC36D,&HC6:DEF
USR=&HC350:SCREEN2:A=USR(0)
50 DATA 21,e,c6,11,0,25,1,18,0,ed,
b0,c3,0,25,21,09,25,22,4d,27,c3,1
0,27,3a,25,25,a7,28,5,3e,c9,32,6c
,8a,c3,0,62,0
```

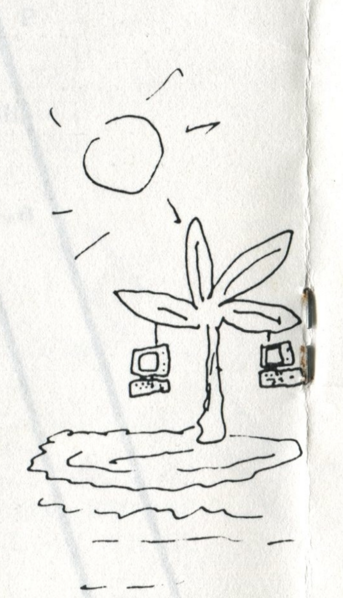


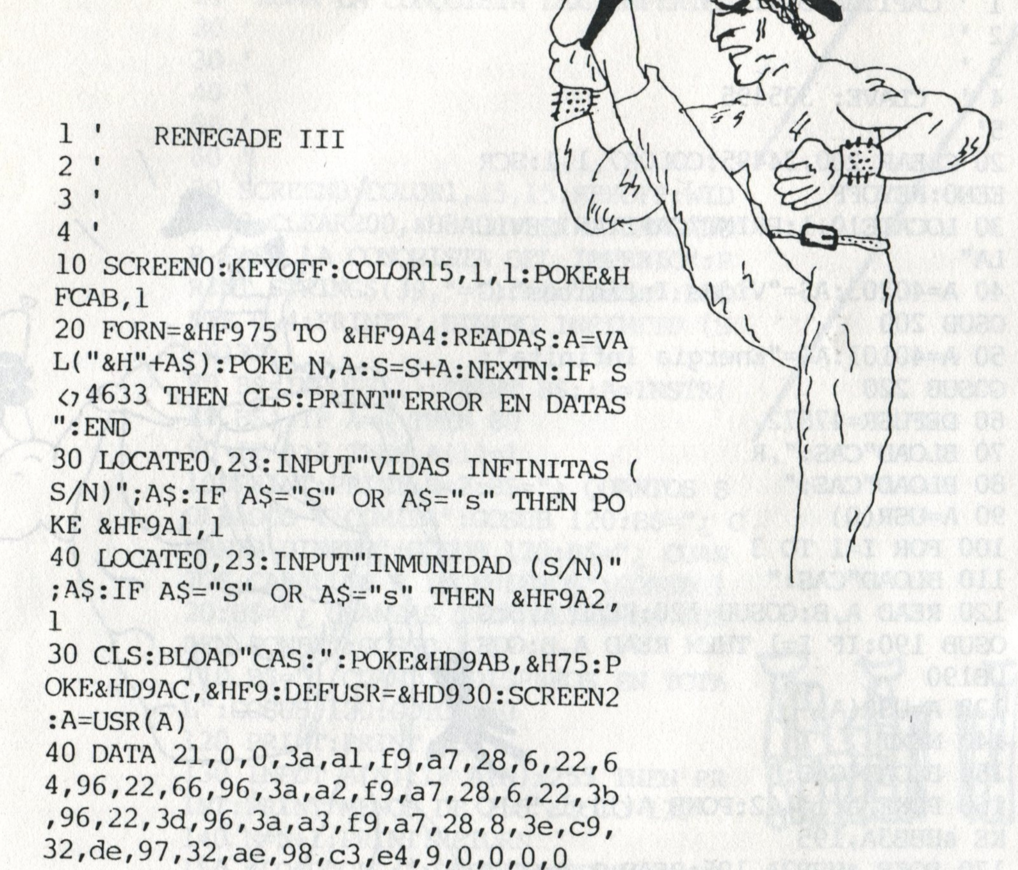
```
10 ' BUBLER
20 '
30 '
40 COLOR15,1,1:CLS:KEYOFF
50 LOCATE 10,8:PRINT"     CARGADOR"
60 LOCATE 14,10:PRINT"BUBLER"
70 BLOAD"CAS"
80 POKE&HE0DE,&HD9
90 FOR I=&HD900 TO &HD90D
100 READ A$:POKEI,VAL("&H"+A$)
110 NEXT
120 DEFUSR=&HE000:A=USR(0)
130 DATA 3e,0,32,c8,8b,3e,0,32,0,c
7,c3,0,40,0,0
```

```
1 '
2 '   ALE HOP !
3 '
4 '
10 COLOR 1,1,1:SCREEN2
20 FOR I=56000 TO 56015:READ A:PO
KE I,A:NEXT
30 BLOAD"CAS:",R
40 BLOAD"CAS:",R
50 DATA 201,201,201,4
60 DATA 109,212,0
70 DATA 92,217,9
80 DATA 95,217,9
90 DATA 98,217,9
```



```
1 '    BARBARIAN
2 '
3 '
4 '
10 SCREEN0:KEYOFF:COLOR15,1,1:POKE&H
FCAB,1
20 FORN=&HD160 TO &HD17B:READA$:A=VA
L("&H"+A$):POKE N,A:S=S+A:NEXTN:IF S
<>2393 THEN CLS:PRINT"ERROR EN DATAS
":END
30 LOCATE0,23:INPUT"VIDAS INFINITAS (
S/N)";A$:IF A$="S" OR A$="s" THEN PO
KE &HD17A,1
40 LOCATE0,23:INPUT"INMUNIDAD (S/N)"
;A$:IF A$="S" OR A$="s" THEN &HD17B,
1
30 CLS:BLOAD"CAS:":POKE&HCF4C,&H60:P
OKE&HCF4D,&HD1:DEFUSR=&HCF08:SCREEN2
:A=USR(A)
40 DATA 3a,7a,d1,a7,28,6,21,0,c3,22,
51,3d,3a,7b,d1,a7,28,5,3e,c9,32,60,2
e,c3,84,3,0,0
```





```
1 '    RENEGADE III
2 '
3 '
4 '
10 SCREEN0:KEYOFF:COLOR15,1,1:POKE&H
FCAB,1
20 FORN=&HF975 TO &HF9A4:READA$:A=VA
L("&H"+A$):POKE N,A:S=S+A:NEXTN:IF S
<>4633 THEN CLS:PRINT"ERROR EN DATAS
":END
30 LOCATE0,23:INPUT"VIDAS INFINITAS (
S/N)";A$:IF A$="S" OR A$="s" THEN PO
KE &HF9A1,1
40 LOCATE0,23:INPUT"INMUNIDAD (S/N)"
;A$:IF A$="S" OR A$="s" THEN &HF9A2,
1
30 CLS:BLOAD"CAS:":POKE&HD9AB,&H75:P
OKE&HD9AC,&HF9:DEFUSR=&HD930:SCREEN2
:A=USR(A)
40 DATA 21,0,0,3a,a1,f9,a7,28,6,22,6
4,96,22,66,96,3a,a2,f9,a7,28,6,22,3b
,96,22,3d,96,3a,a3,f9,a7,28,8,3e,c9,
32,de,97,32,ae,98,c3,e4,9,0,0,0,0
```

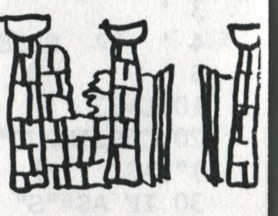


```
1 '    DONKEY KONG
2 '
3 '
4 '
10 COLOR15,1,1:SCREEN2
20 BLOAD"CAS:":DEFUSR=39850:A=USR(0)
30 OPEN"GRP:" AS #1:PRESET(96,156)
40 PRINT #1,"PRESENTA"
50 PRESET(80.180):PRINT #1,"DONKEY K
ONG":BLOAD"CAS:",R:V=255
80 BLOAD"CAS:":POKE 37979,V:DEFUSR=3
7376:A=USR(0)
```

```
1 ' CAPITAN SEVILLA
2 '
3 '
4 '  CLAVE: 335495
5'
20 CLEAR 200,34495:COLOR7,1,1:SCR
EEN0:KEYOFF
30 LOCATE10,1:PRINT"CAPITAN SEVIL
LA"
40 A=40203:A$="Vidas Infinitas":G
OSUB 200
50 A=40101:A$="Energia Infinita":
GOSUB 220
60 DEFUSR=47872
70 BLOAD"CAS:",R
80 BLOAD"CAS:"
90 A=USR(0)
100 FOR I=1 TO 3
110 BLOAD"CAS:"
120 READ A,B:GOSUB 120:READ A,B:G
OSUB 190:IF I=1 THEN READ A,B:GOS
UB190
130 A=USR(A)
140 NEXT
150 BLOAD"CAS:"
160 POKE a(1),62:POKE A(1)+1,3:PO
KE &HBB3A,195
170 POKE &HBB3A,195:READ A,B:GOSU
B 190
180 A=USR(a)
190 POKE A+1,INT(B/256):POKEA,B-2
56*PEEK(A+1):RETURN
200 PRINT:PRINT:PRINT"     ";A$;" (
S/N)? ";:N=N+1
210 B$="SsNn":A$;:B=INSTR(B$,A$):
IF B=0 THEN 210
230 IF B<3 THEN A(N)=A
240 RETURN
250 DATA 47931,36000,47934,4800,4
7937,10304,47934,15104,47937,8157
,47934,23261,47937,9507,47931,448
3
```



```
10 'ROMA LA CONQUISTA DEL IMPERIO
20 '
30 '
40 '
50 '
60 '
70 SCREEN0:COLOR1,15,15:KEYOFF:WID
TH40:CLEAR200,&H8A00:PRINT"CARGADO
R PARA LA CONQUISTA DEL IMPERIO":P
RINT STRING$(39,"="):A$="SsNn":LOC
ATE 0,4:PRINT"¿ DINERO INFINITO (S
/N)?";
80 B$=INPUT$(1):PRINT B$;:A=INSTR(
A$,B$):IF A=0 THEN 80
90 IF A>2 THEN A(1)=1
100PRINT:PRINT:N=2:B$="¿ QUANTOS S
OLDADOS Y COMIDA":GOSUB 120:B$="¿ C
UANTO DINERO":GOSUB 120:B$="¿ CUAN
TOS CABALLOS E INGENIEROS":GOSUB 1
20:B$="¿ CUANTAS CATAPULTAS SE PUE
DEN PONER":GOSUB 120
110 B$="¿ CUANTOS DISPAROS EN TOTA
L":GOSUB 120:GOTO 150
120 PRINT:PRINT B$;
130 INPUT A(N):IF A(N)>255 THEN PR
INT:PRINT"MENOS DE 255":GOTO 130
140 N=N+1:PRINT:RETURN
150 BLOAD"CAS:":DEFUSR=&HD0B6:X=US
R(0):BLOAD"CAS:":DEFUSR=&HDA8E:X=U
SR(0):BLOAD"CAS:":DEFUSR=&HDA69:X=
USR(0):BLOAD"CAS:"
160 DEFUSR=&HDA7B:X=USR(0):BLOAD"C
AS:":DEFUSR=&H971B:a=130*A(1):POKE
42867,A:POKE45552,A:POKE 47410,A:P
OKE 45047,A(2):POKE45063,A(3):POKE
45055,A(4):POKE49980,A(5)
170 POKE 50284,0:POKE50285,62:POKE
50286,A(6):X=USR(0)
```



```
1 ' AFTER THE WAR
2 '
3 '
4 '  1ª  FASE
5 '
10 L=53:E=61:D=192
20 CLS:INPUT"Vidas infinitas (s/n
)";A$
30 IF A$="S" OR A$="s" THEN L=0
40 CLS:INPUT"Energia infinita (s/
n)";A$
50 IF A$="S" OR A$="s" THEN E=0:D
=201
60 COLOR 15,1,1:CLEAR10,56600:SCR
EEN2:BLOAD"CAS:",R:BLOAD"CAS:",R:
BLOAD"CAS:",R:BLOAD"CAS:":DEFUSR=
35000:POKE48449,L:POKE50863,D:A=U
SR(0):BLOAD"CAS:",R
```

```
1 '  AFTER THE WAR
2 '
3 '
4 '  2ª  FASE
5 '
10 L=53
20 CLS:INPUT"Vidas infinitas (S/N
)";A$
30 IF A$="S" OR A$="s" THEN L=0
40 COLOR 15,1,1:CLEAR10,56500:SCR
ENN2:BLOAD"CAS:",R:BLOAD"CAS:",R:
BLOAD"CAS:",R:BLOAD"CAS:":DEFUSR=
35000:POKE48449,L:A=USR(0)
50 BLOAD"CAS:",R
```

```
1 ' SILENT SHADOW
2 '
3 '
4 '
10 FOR I=56000 TO 56012
20 READ A:POKE I,A:NEXT
30 RUN"CAS:"
40 DATA 201,201,201,3,44,148,0,134,
128,0,135,128,0
```



```
10' ARMY MOVES
20 '
30'
40'
50 FOR I=&HF500 TO &HF523:READ A$:
C=VAL("&H"+A$):POKE I,C:J=J+C:NEXT
60 IF NOT J=4754 THEN CLS:BEEP:PRI
NT:PRINT"ERROR EN DATAS":END
70 DATA3a,00,f7,fe,01,cc,10,f5,fe,
02,cc,1a,f5,c3,dc,82,67,e5,3e,c9,3
2,45,85,e1,7c,c9,3e,c9,32,31,87,32
,ac,88,c9,00,00,00
80 COLOR 15,1,1:cls:KEYOFF:POKE &H
FCAB,1
81 LOCATE8,5:PRINT"CARGADOR ARMY M
OVES"
90 LOCATE 3,10:PRINT"QUIERES VIDAS
INFINITAS (S/N)";:X$=INPUT$(1)
100 IF X$="S" or X$="s" THEN GOTO
110 ELSE GOTO 150
110 CLS:LOCATE 5,10:INPUT"CARGAR
1 o 2 PARTE";a
120 POKE &HF700,A
130 CLEAR 200,36000:SCREEN2
160 BLOAD"CAS:",R
170 POKE 54474,201:BLOAD"CAS:",R
180 BLOAD"CAS:":CLEAR 200,51000
190 BLOAD"CAS:":IF X$="N" THEN
DEFUSR=&H82Dc:a=USR(0)
200 DEFUSR=&HF500:a=USR(0)
```

```
1 '      TURBO  GIRL
2 '
3
4 '
10 CLEAR200,34815:COLOR15,1,1
20 BLOAD"CAS:",R
30 BLOAD"CAS:",R
40 BLOAD"CAS:"
50 BLOAD"CAS:",R
60 BLOAD"CAS:"
70 POKE 43582,&HC9
80 DEFUSR=35700:A=USR(0)
```

```
10 '   FUTURE KNIGHT
20 '
30 '
40 '
50 COLOR 1,1,1
60 '
70 SCREEN 2:OPEN"GRP:" AS #1
80 PSET(96,156):COLOR 5
90 PRINT #1,"PRESENTA"
100 PSET(0,180):COLOR 15
110 PRINT#1,"      FUTURE KNIGH
T  "
120 BLOAD"CAS:"
130 DEFUSR=39850
140 A=USR(0)
150 BLOAD"cas:"
160 POKE &HD829,0:POKE D82A,&HD9
170 FOR N=&HD900 TO &HD909:READ A:
POKE N,A:NEXT N
180 DEFUSR=&HD800:a=USR(0)
190 DATA 229,33,0,0,34,228,188,225
,233,201
```

```
1 '  ELIDON
2 '
3 '
4 '
10 CLEAR100,&H84ff
20 SCREEn,2:COLOR13,1,1
30 bload"CAS:":DEFUSR=&H8f7f:A=US
R(0)
40 OPEN"GRP:" AS #1
50 PSET(64,96),1:PRINT #1,"ELIDON
IS LOADING";
60 BLOAD"CAS:":DEFUSR=&HD10E:POKE
&HE1D4,&H7D:POKE 53621,33:A=USR(0
)
```



```
1 '  ALIEN SYNDROME
2 '
3 '
4 '
10 SCREEN0:KEYOFF:COLOR15,1,1:POKE&H
FCAB,1
20 FOR N=&HF975 TO &HF9A8:READ A$:A=
VAL("&H"+A$):S=S+A:POKE N,A:NEXT N:I
F S  5187 THEN CLS:PRINT"ERROR EN DA
TAS":END
30 LOCATE0,23:PRINT"VIDAS INFINITAS
(S/N)";:INPUT A$:IF A$="S" OR A$="s"
THEN POKE &HF9A6,1
40 LOCATE0,23:PRINT"INMUNIDAD (S/N)"
;:INPUTA$:IF A$="S" OR A$="s" THEN P
OKE &HF97,1
50 BLOAD"CAS:":POKE &HD31C,&H75:POKE
&HD31D,&HF9:SCREEN2:DEFUSR=&HD2F0:A=
USR(0)
60 DATA 21,7e,f9,22,2f,6,c3,20,6,3a,
a6,f9,a7,28,a,21,0,0,af,22,8e,b9,32,
90,b9,3a,a7,f9,a7,28,5,3e,c3,32,58,c
4,3a,a8,f9,a7,28,4,af,32,27,9a,c3,5a
,9b,0,0,0
```

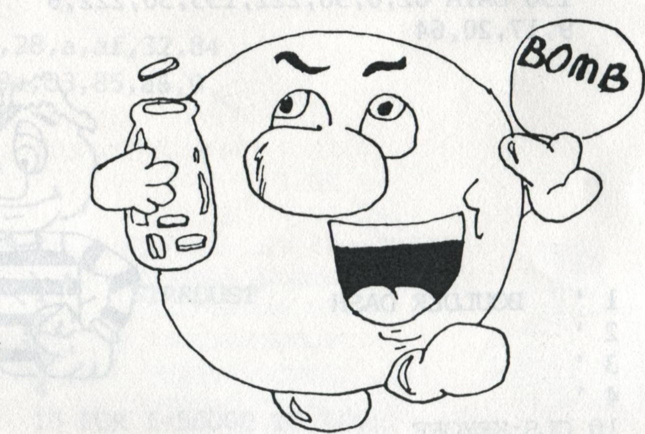
```
5 ' AFTERBURNER
10 '
15 '
20 '
30 SCREEN0:KeYOFF:COLOR15,1,1:POKE&
HFCAB,1
40 S=0:FORN=&H8700 TO &H8756:READA$
:A=VAL("&H"+A$):S=S+A:POKE N,a:NEXT
:IF S<?7430 THEN CLS:PRINT"ERROR EN
DATAS":END
50 LOCATE1,22:INPUT"CUANTAS VIDAS (
1-10);A$:IF A$<1 OR A$>10 THEN GOTO
50
60 POKE &H8752,a:LOCATE1,22:INPUT"V
IDAS INFINITAS (S/N)";A$:IF A$="S"
THEN POKE &H8753,1
```

```
70 LOCATE1,22:INPUT"MUNICION INFINI
TA (S/N)";A$:IF A$="S" THEN POKE &H
8754,1
80 BLOAD"CAS:",&H800:DEFUSR=&H8700:
A=USR(a)
90 DATA 21,e,87,11,e0,f4,1,48,0,ed,
b0,c3,e0,f4,21,f9,f4,22,4c,8a,3e,c3
,32,4b,8a,21,0,88,11,1,cc,6,ed,b0,c
3,0,80,3a,52,87,32,54,62,3a,53,87,a
7,28,c,21,0,0,22,2,67,22,6,67,3a,54
,87,a7,28,a,21,0,0,d7,22,76,63,32,7
8,63,c3,0,1,5,0,0,c9,1b
```

```
1 '    BARBARIAN  2
2 '
3 '
4 '
10 SCREEN0:KEYOFF:COLOR15,1,1:POKE&H
FCAB,1
20 FOR N=&HF975 TO &HF9B3:READ A$:A=
VAL("&H"+A$):S=S+A:POKE N,A:NEXT N:I
F S<>5993 THEN CLS:PRINT"ERROR EN DA
TAS":END
30 LOCATE0,23:PRINT"VIDAS INFINITAS
(S/N)";:INPUT A$:IF A$="S" OR A$="s"
THEN POKE &HF9B0,1
40 LOCATE0,23:PRINT"INMUNIDAD (S/N)"
;:INPUTA$:IF A$="S" OR A$="s" THEN P
OKE &HF9B2,1
50 BLOAD"CAS:":POKE &HDA30,&H75:POKE
&HDA31,&HF9:SCREEN2:DEFUSR=&HD930:A=
USR(0)
60 DATA 3a,b0,f9,a7,28,4,af,32,6c,96
,3a,b1,f9,a7,28,b,21,aa,f9,11,9b,90,
1,6,0,ed,b0,3a,b2,f9,a7,28,11,21,38,
23,3e,af,32,16,90,22,17,90,32,20,8d,
22,21,8d,c3,17,97,3e,28,32,83,9b,c9,
0,0,0,0
```



```
10 ' NONAMED
20 '
30 '
40 '
50 CLS:KEYOFF:COLOR 15,1,1
60 LOCATE 11,1:PRINT"CARGADOR NONA
MED"
70 FOR I=&HFE00 TO &HFE08:READ A$:
C=VAL("&H"+A$):D=D+C:POKE I,C:NEXT
I
80 IF D<>846 THEN CLS:PRINT:PRINT
"ERROR EN DATAS":END
90 DATA 3e,21,32,1f,87,c3,d0,84,00
,00
100 POKE &HFCAB,1
110 LOCATE 3,10:INPUT"QUIERES VIDA
S INFINITAS (S/N)";V$
120 IF V$="S" THEN POKE&HFE01,0
130 CLEAR 13,33998
140 BLOAD"CAS:",R
150 BLOAD"CAS:",R
160 BLOAD"CAS:"
170 DEFUSR=&HFE00:A=USR(0)
```

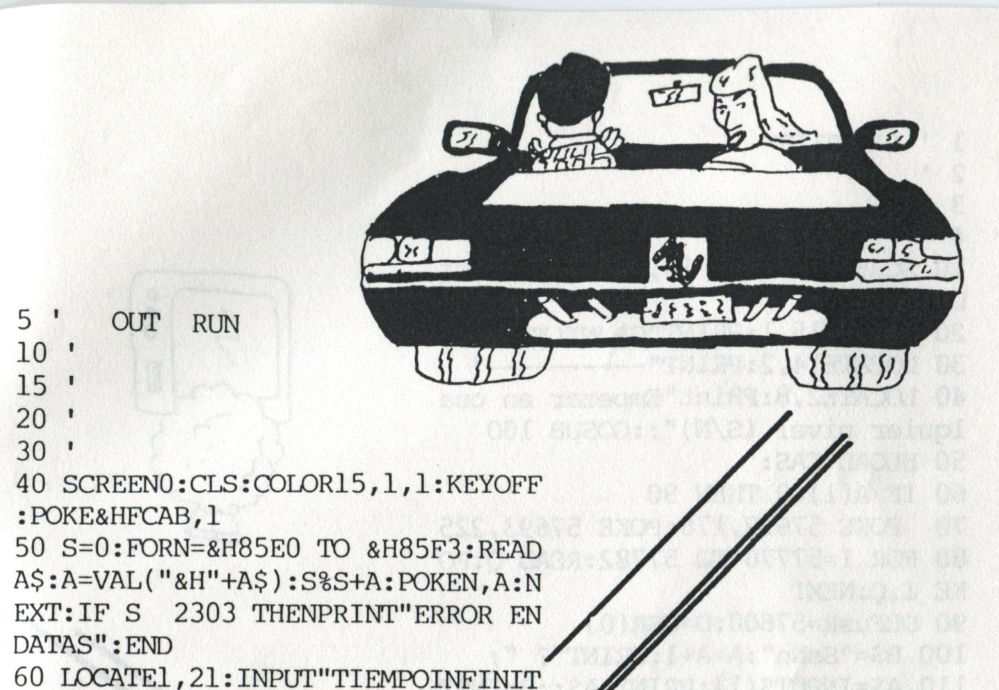



```
1 '    MOLECULE MAN
2 '
3 '
4 '
10 BLOAD"CAS:",R:BLOAD"CAS:"
20 POKE 38379,0
30 POKE 38384,0
40 DEFUSR=34200
50 A=USR(0)
```

```
1 ' PROTECTOR
2 '
3 '
4 '
10 SCREEN0:KEYOFF:width40
20 LOCATE 15,1:PRINT"PROTECTOR"
30 LOCATE 14,2:PRINT"-----------"
40 LOCATE 2,6: PRINT"Sin problema
s de carga (S/N)";:GOSUB 110
50 LOCATE 2,8:PRINT"Vidas infinit
as (S/N)";:GOSUB 110
60 BLOAD"CAS:"
70 IF A(1)=1 THEN POKE 58035,201:
POKE 58184,201:POKE 58245,201
80 IF A(2)=0 THEN 100
90 FOR I=58130 TO 58035:READ Q:PO
KE I,Q:NEXT
100 DEFUSR=57856:D=USR(0)
110 B$="SsNn":A=A+1:PRINT"? ";
120 A$=INPUT$(1):PRINT a$;:B=INST
R(B$,A$):IF B=0 THEN 120
130 IF B<3 THEN A(A)=1
140 RETURN
150 DATA 62,0,50,222,135,50,222,6
9,17,20,64
```



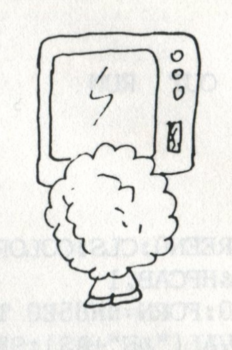
```
1 ' BOULDER DASH
2 '
3 '
4 '
10 CLS:KEYOFF
20 PRINT"PON LA CINTA":BLOAD"CAS:"
30 PRINT:PRINT:INPUT"VIDAS (1-255)"
;V:IF V<1 OR V>255 THEN GOTO 30
40 POKE 35535,V:DEFUSR=47000:A=USR(
0)
```

```
5 '    OUT  RUN
10 '
15 '
20 '
30 '
40 SCREEN0:CLS:COLOR15,1,1:KEYOFF
:POKE&HFCAB,1
50 S=0:FORN=&H85E0 TO &H85F3:READ
A$:A=VAL("&H"+A$):S%S+A:POKEN,A:N
EXT:IF S  2303 THENPRINT"ERROR EN
DATAS":END
60 LOCATE1,21:INPUT"TIEMPOINFINIT
O(S/N)";A$:IF A$="S" OR A$="s" TH
EN POKE&H8(F3,1
70 CLS:LOCATE9,12:PRINT"CARGANDOS
E OUT RUN":BLOAD"CAS:":POKE&H9086
,&HE0:POKE&H9087,&H85:DEFUSR=&H90
00:A=USR(0)
80 DATA 3a,f3,85,a7,28,a,af,32,84
,8f,32,bc,97,32,41,9a,c3,85,a6,0
```

```
1 '   STARDUST
2 '
3 '
4 '
10 FOR I=56000 TO 56012
20 READA:POKEI,A:NEXT
30 RUN"CAS:"
40 DATA 201,201,201,3,&H6E,&HC0,24
50 DATA &H6H,&Hc0,236,&Hbl,&Hf7,0
```

```
1 ' GAUNTLET
2 '
3 '
4 '
10 SCREEn0:COLOR 15,1,1:KEYOFF:WI
DTH 40
20 LOCATE15,1:PRINT"GAUNTLET"
30 LOCATE14,2:PRINT"----------"
40 LOCATE2,8:PRint"Empezar en cua
lquier nivel (S/N)";:GOSUB 100
50 BLOAD"CAS:"
60 IF A(1)=0 THEN 90
70  POKE 57692,176:POKE 57693,225
80 FOR I=57776 TO 57782:READ Q:PO
KE I,Q:NEXT
90 DEFusR=57600:D=USR(0)
100 B$="SsNn":A=A+1:PRINT"? ";
110 A$=INPUT$(1):PRINT A$;:B=INST
R(B$,A$):IF B=0 THEN 110
120 IF B<3 THEN A(A)=1
130 RETURN
140 DATA 175,50,192,149,195,0,132
```



```
10 ' CAMELOT WARRIORS
20 '
30 '
40 CLS:LOCATE5,10:PRINT"CARGADOR C
AMELOT WARRIORS"
50 BLOAD"CAS:"
60POKE&HCA67,&HC3:POKE&HCA68,0:POK
E&HCA69,&H9F
70 FORI=&H9F00 TO &H9F0C
80 READ A$:C=VAL("&H"+A$):POKE I,C
:K=K+C:NEXT
90 IF K<>2018 THEN CLS:BEEP:PRINT"
ERROR EN DATAS":END
100 DEFUSR=&HC9DA:A=USR(0)
110 DATA f5,3e,ff,32,5c,b5,f1,cd,0
e,aa,c3,6a,ca,00,00
```

